



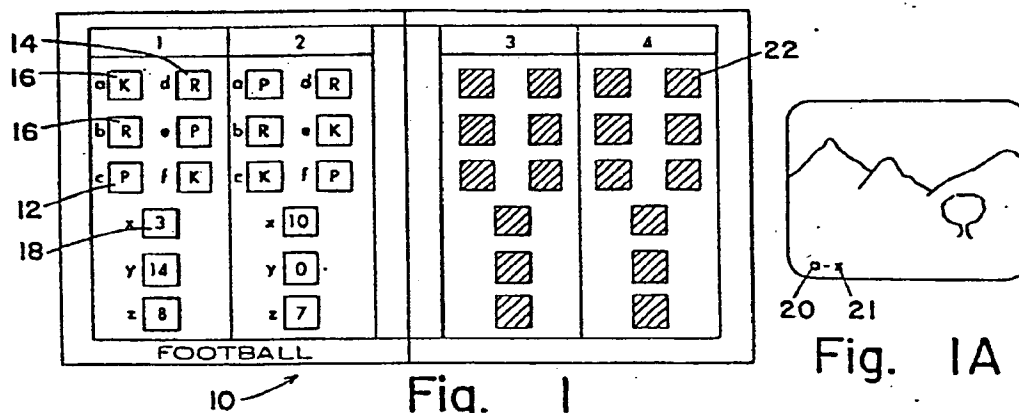
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EUROPEAN PATENT APPLICATION

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57) A game of chance designed to be played in conjunction with a team sport being broadcast wherein the performance of a particular player or position is matched against actual performance, for example, if particular players picked by chance to make the first and last scores in a period, actually do so, a match is made. Other criteria are limitations on opponent's scoring, the position scoring the most points and the like.



EP 0 217 984 A1

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GAME OF CHANCE PARTICULARLY ADAPTED FOR PLAY IN CONJUNCTION WITH A TEAM SPORT CONTEST

BACKGROUND OF THE INVENTION

This is a variation of the game of chance described and claimed in my U.S. Patent No. 4,429,877 granted February 7, 1984.

Many team sports events are being broadcast by television or radio with advertising time being paid for by commercial sponsors. Accordingly, it is to the great advantage of the broadcasting medium and its sponsors both to attract and to hold the viewer's interest throughout the game so that they will have maximum exposure to their commercial messages. However, if the sporting event lags in interest as by reason of a one-sided score, there is a great tendency for viewers to switch stations or to seek other means of entertainment.

OBJECTS OF THE INVENTION

It is an object of this invention to provide a game of chance designed to attract a person's attention to a broadcast of a team sport contest.

It is a further object of this invention to provide a game of chance to be played in conjunction with a team sport contest and designed to hold one's interest throughout the length of the game.

It is a further object of this invention to provide a game of chance, the results of which are dependent upon events taking place in the sports contest itself.

Other objects and advantages of this invention will become apparent from the description to follow, particularly when viewed in conjunction with the accompanying drawings.

SUMMARY OF THE INVENTION

In carrying out this invention I provide a plurality of game cards marked with at least one row of spaces for each period of play. Within each space is marked at random a symbol representing some characteristic of a scoring play, a particular player's performance, as for example the type of play from scrimmage in the case of football. During a commercial break at the beginning of a period a signal is transmitted identifying the particular space or spaces to apply to that period. On a particular player's card the space identified may show an "R", and if the first score made by the home team during that period is on a running play the player has a match. In football there may be two rows of

spaces during each period and if the next space identified shows a "P" and the last score made by the home team during that period is on a pass play the player has another match. Another row of spaces may represent maximum scores to be made by an opponent during that period and, if the space identified for that period shows an "8" for example, the player will have a match only if the home team holds the visitors to 8 points or less. Similar situations can be arranged for other sports such as showing the position in basketball from which the most points are scored; the position in hockey from which the first and last goals during a period are scored; or the manner in which a given batter during an inning of baseball safely reaches base and the like.

BRIEF DESCRIPTION OF THE DRAWING

In the drawing:

FIG. 1 is a top plan view of a game card for use in conjunction with a football game;

FIG. 1A is a view of a television screen;

FIG. 2 is a top plan view of a card for use in a baseball game;

FIG. 2A is a view of a television screen with a visual signal;

FIG. 3 is a top plan view of a card for use in a basketball game; and

FIG. 4 is a plan view of a card for use in a hockey game.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

The Embodiment of FIG. 1

Referring now to FIG. 1 with greater particularity, there is shown a game card 10 for use with a game of American football. In each period marked 1, 2, 3 and 4 there are two rows of boxes 12 and 14. In each box 12 and 14, there is marked at random a symbol 16 representing a type of play from scrimmage, "K" representing a kick, "R" representing a run and "P" representing a pass. A third row of boxes 18 in each period carries a number representing the maximum points to be scored by the opponent during that period. During a commercial break in a football game being broadcast by radio or television 20 (FIG. 1A) a signal is transmitted indicating the particular space to apply to the first score made by the home team

during that period of play. Simultaneously or separately, another signal 21 is transmitted indicating a particular space for the visitors performance to apply to that period of play. On a particular game player's card space marked "b" may indicate a run and he has a match only if the first score made by the home team during that period is on a running play. Of course, the rules could be extended so that a "running play" includes a return of a kickoff or punt.

The second signal transmitted during each period reflects the number of points to be allowed to the opponent and if space marked "y" is identified as the applicable space the particular player's card shows a match if the opponent scores no more than 14 points.

It is obvious, that in order to prevail in the game of chance, the player has to hold his attention throughout the period, first, to receive the signal identifying the space to apply, and second, to determine the type of play from scrimmage and total opponent scores during that period.

In the alternative, each space may be masked as shown at the right hand side of FIG. 1 by a removable ink 22 or the like so that the player may scrape away the ink on one space only for each event to see if he can make a match by self-selection.

The Embodiment of FIG. 2

In the baseball game depicted in FIG. 2, the playing card 24 is set out in nine rows 26, each marked at 28 to represent an inning of regular play. Five spaces in each row 30 are marked to depict the ways in which a batter may safely reach base the numbers "1", "2" and "3", representing single, double and triple, respectively, and the letters "H" and "W" representing a homerun and walk. The top two spaces 31 in each row represent the visitors performance, and are marked with "S" and "F" to represent strike out or an out by a fielder's play such as catching a fly or pop-up or fielding a grounder and throwing out the batter. The middle two spaces 32 are left blank to be filled in by the card player.

During a commercial break before each half inning there will be transmitted a number to represent one of the three players certain to bat in an inning and a letter to indicate the space in the row for that inning against which his performance will be matched. These signals may be transmitted simultaneously or during different commercials. For example, on the television screen 33 is transmitted the message 2-B which means that the second batter in the inning must perform in accordance with the symbol shown in row B. That is, if the

second batter to appear in the second inning hits a triple the card player will have a match. In the previous half inning, the signal 1-y may have been transmitted and the card player would have had a match if the first batter in the opponent's side had struck out. A small box 34 may be provided in each space so that the player can mark the space called out by the transmitted signal and, of course, he can put an additional mark in the space if he succeeds in getting a match.

The Embodiment of FIG. 3

In the basketball game card 36, a first row of spaces 38, marked "a", "b", and "c" contain symbols 40 therein to represent the players on the home team. A second row of spaces 42, marked "x", "y" and "z" have numbers 44 therein to indicate the maximum number of points to be scored by the opposing team during that given period. For example, if the signal transmitted prior to the first period is a "b" then the shooting performance by the guards is measured and if the most points in that quarter are scored by the guards the player has a match. Similarly, if the defensive signal "x" is given a match is scored if the opposing team fails to score more than 32 points. Since a basketball team includes two forwards and two guards and only one center, the rules will permit introducing a factor of, say two, to be applied to the center's performance. That is, his point score will be doubled in determining the position scoring the most points in a given quarter. Again, as in other embodiments of this invention the spaces 38 may be masked so that the position to be monitored is determined by removing the masking ink.

The Embodiment of FIG. 4

In the hockey card 44 shown in FIG. 4, there are two rows of spaces marked "a" and "b" to represent the basic positions on the team, i.e. forward line or defenseman and a match may be made if the selected position scores the first goal and another match made if the selected position scores the last goal of a given period. Also to be determined in squares marked "x", "y" and "z" are the maximum points to be scored by the opposing team, as in the basketball and football cards.

It is obvious that cards similar to those described and illustrated herein may be provided for soccer and other team sports.

While this invention has been described in conjunction with preferred embodiments thereof, it is obvious that modification and changes therein may be made by those skilled in the art without departing from the spirit and scope of this invention, as defined by the claims appended hereto.

Claims

1. A game of chance to be played in conjunction with a team sport contest being broadcast and designed to attract and hold one's attention to said contest and to intermittent commercials broadcast throughout, said game comprising:

a plurality of game cards marked with at least one row of spaces for each period of said contest;

a plurality of symbols, each representing a scoring feature that might occur during said contest;

each of said cards being individually marked with one of said symbols placed at random in each of said spaces; and

broadcast signal means transmitted during a commercial break identifying the particular space in said one row representing the next contest period to match against a corresponding scoring feature characteristic during said next period.

2. The game of chance defined by claim 1 wherein:

each period is a time period of play; and

each symbol represents a characteristic of a score made during a period of play.

3. The game of chance defined by claim 2 wherein:

there are two rows of spaces for each period of play to represent the first and last scores made by one team in said period.

4. The game of chance defined by claim 2 wherein:

there is another row of spaces for each period to represent the maximum number of points scored by the other team in said period.

5. The game of chance defined by claim 2 wherein:

said contest is a game of American football being televised and each event comprises a quarter pe-

riod thereof; and wherein:

each symbol indicates a type of play from scrimmage on which a score is made.

6. The game of chance defined by claim 2 wherein:

each symbol indicates the field position of the player making such score.

7. The game of chance defined by claim 2 wherein:

said sport contest is a game of American basketball being televised and each event comprises a quarter period thereof; and wherein:

each of said symbols indicates the player position from which the most points are scored during a period.

8. The game of chance defined by claim 3 wherein:

said team sport contest is a baseball game with each period comprising an inning thereof; and wherein:

each of said symbols represents a way of reaching base safely.

9. The game of chance defined by claim 7 including:

a place in each said inning space row in which is to be designated one of the three players of one team certain to bat in said inning;

the identity of said one player being identified by said broadcast signal occurring during a commercial break prior to the half inning in which said one team is at bat.

10. The game of chance defined by claim 9 including:

an additional row of spaces for each inning with further symbols therein to indicate a manner in which a batter may be put out.

11. A game of chance to be played in conjunction with a team sport contest being viewed and designed to attract and hold one's attention to said contest and to intermittent announcements throughout, said game comprising:

a plurality of game cards marked with at least one row of spaces for each period of said contest;

a plurality of symbols, each representing a scoring feature that might occur during said contest;

each of said cards being individually marked with

one of said symbols placed at random in each of said spaces; and

announcements transmitted at intervals identifying the particular space in said one row representing the next contest period to match against a corresponding scoring feature characteristic during said next period.

12. The game of chance defined by claim 1 wherein:

each period is a time period of play; and

each symbol represents a characteristic of a score made during a period of play.

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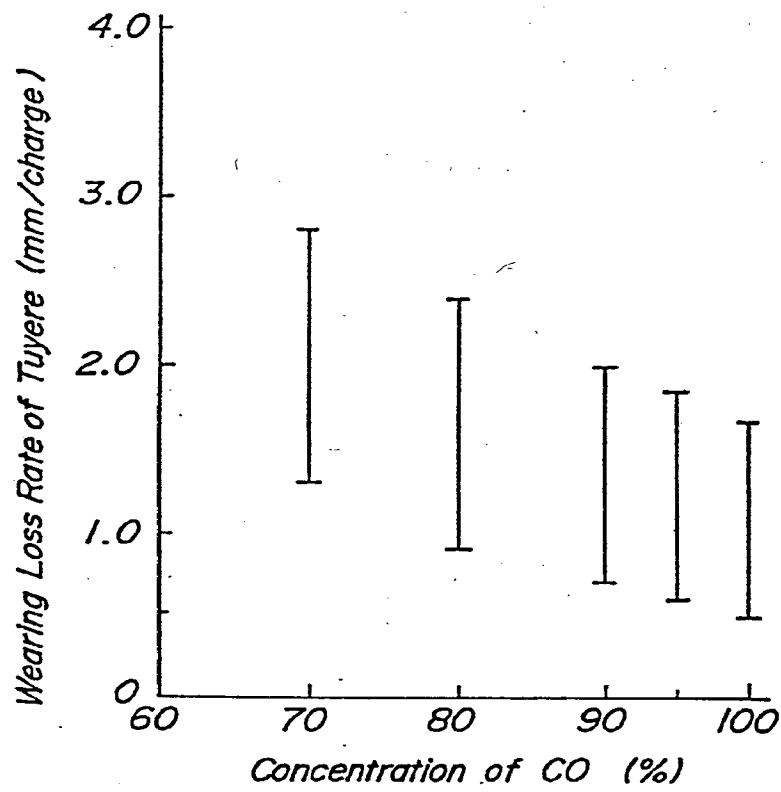
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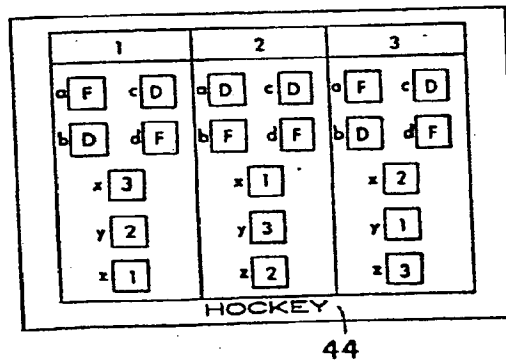
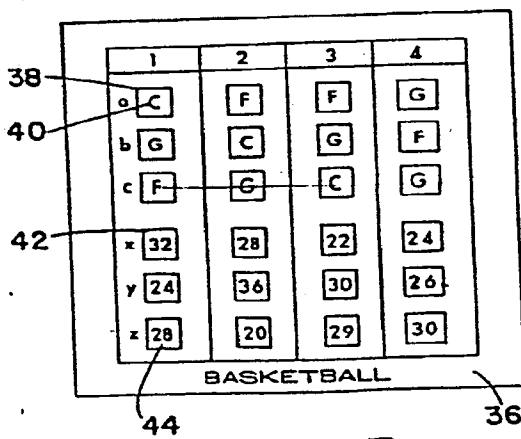
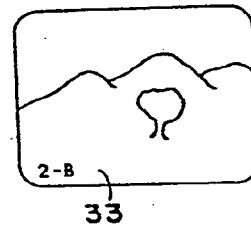
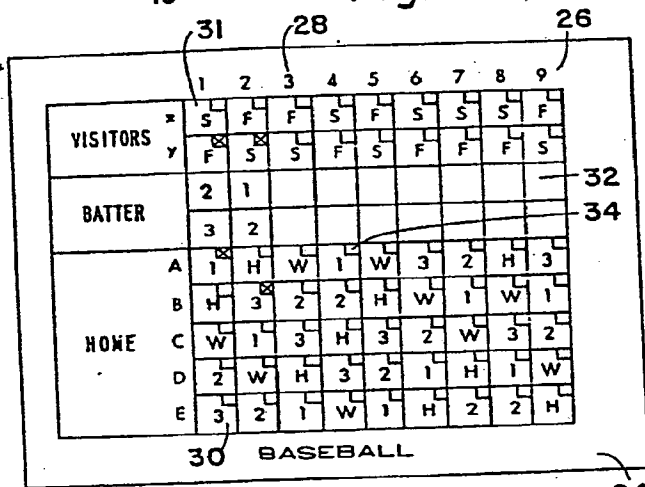
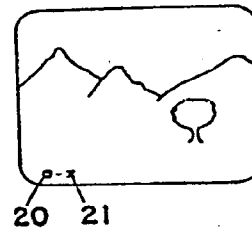
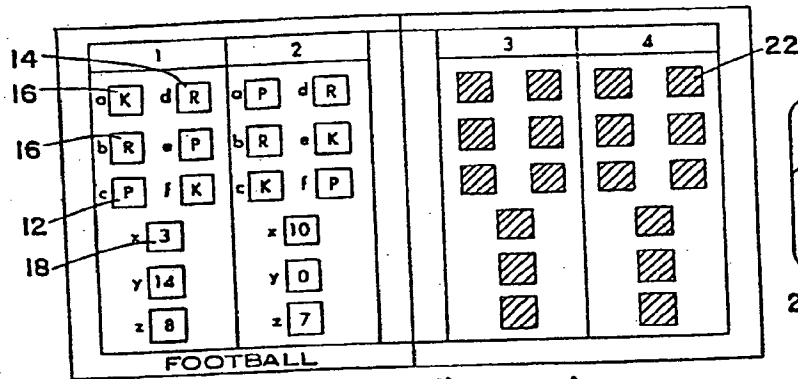
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European Patent
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EUROPEAN SEARCH REPORT

Application number

EP 85 30 6269

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int. Cl. 4)
A, D	US-A-4 429 877 (C.W. COPPOCK) * claim 1; column 1, lines 32-39; column 2, lines 22-44; figure 1 *	1, 11	A 63 F 3/06
A	--- US-A-4 141 548 (I.M. EVERTON) * claim 1; figure 1 *	1, 11	
A	--- DE-A-3 048 931 (G. RELLECKE) * claims 1, 2; figures 1-4 *	1, 11	
A	--- US-A-4 019 737 (W.L. WITZEL) * claim 1; figure 1 *	1, 11	
E	--- US-A-4 540 174 (C.W. COPPOCK) * claims 1-12; figures 1-4. *	1-12	
			TECHNICAL FIELDS SEARCHED (Int. Cl. 4)
			A 63 F 3/00
The present search report has been drawn up for all claims			
Place of search BERLIN		Date of completion of the search 21-04-1986	Examiner PAPA E.R.
CATEGORY OF CITED DOCUMENTS			
X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category. A : technological background O : non-written disclosure P : intermediate document		T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document	

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(54) INTERACTIVE WAGERING SYSTEM AND PROCESS

SYSTEM UND VERFAHREN ZUM INTERAKTIVEN WETTEN

SYSTÈME ET PROCÉDE POUR PARIER

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EP-A- 0 450 520 EP-A- 0 620 688
WO-A-81/01664 GB-A- 2 229 565

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Description

Background of the Invention

[0001] This invention relates to interactive wagering systems and particularly to interactive wagering systems for racetrack wagering. More particularly, this invention relates to off-track interactive wagering systems having user terminals for receiving racing videos and racing information via a medium other than conventional telephone lines and for displaying this information on a television monitor.

[0002] Wagering on sporting events such as horse, dog, and harness racing is a popular leisure activity. However, it is sometimes inconvenient to attend racing events in person. Not all racing fans have sufficient time to visit racetracks as often as they would like and some fans have difficulties in obtaining suitable transportation to the track. Thus, there is a need for wagering services for fans who cannot attend racing events in person.

[0003] Off-track betting establishments, which are generally more readily accessible than racetracks, have attempted to fill this need. However, a racing fan who desires to place a wager still faces the prospect of traveling to the off-track betting establishment.

[0004] Wagering via telephone is another option. A user of a telephone-based system typically sets up a telephone account against which wagers may be made. In order to place wagers, the user must interact with a computerized telephone ordering system by pressing appropriate buttons on a touch-tone telephone. This type of system is mainly used for placing wagers. Detailed racing information is typically obtained from other sources, such as printed racing programs.

[0005] Another approach for off-track wagering involves the use of dedicated devices that permit two-way serial modem communications with wagering equipment at a racetrack. These devices receive limited wagering information from the racetrack via telephone lines and provide it to a user on a liquid crystal display (LCD) screen. The user places a wager by making entries into the device which are then transmitted to the racetrack using the modem. Typical of this category of off-track wagering device are the Tiny TIM terminal of Autotote Systems, Inc., Newark, Delaware and the terminal sold under the trademark "BetMate" of AmTote, Hunt Valley, Maryland.

[0006] Although it is possible to use terminals such as these in the home, doing so would monopolize the users' telephone line at certain times. And because the only data link with the racetrack using terminals such as the Tiny TIM or BetMate terminals is via telephone, it is not possible to receive racing videos with such terminals. In addition, the LCDs in these terminals make it difficult to display racing information in a way that may be easily viewed by the user. Because the Tiny TIM and BetMate terminals cannot be used with a television monitor, it is not possible for a user of such a terminal to display rac-

ing information on his home television set. Further, systems capable of interacting with off-track wagering terminals that use telephone lines to receive wagering information must provide a large number of simultaneous telephone connections to service each of the terminals. Because there is typically an extended connect time associated with each user, such systems are often unwieldy.

[0007] In addition, the racing information available through known off-track betting terminals is limited to a subset of the racing information provided by the racetracks. For example, presently available terminals may allow a user to view "win" odds (the amount wagered on a runner to win versus the amount wagered on competing runners to win). However, such terminals do not allow the user to view odds, pools, or predicted payoffs for wagers such as show, place, or more advanced wager types, such as exactas, trifectas, daily doubles, pick threes, pick fours, etc.

[0008] Further, with presently known terminals, the user cannot receive or display any additional information, such as handicapping information, weather conditions, or information regarding which races at a particular track are available as video transmission on a given day.

[0009] Alternative gaming systems exist that are fundamentally different from the present invention. For example, EP-A-0 620 688 discloses an interactive gaming system for use by cable television subscribers, wherein each remote subscriber is an actual participant in a gaming event by playing against other remote subscribers in a video arcade style wagering game involving cards and/or roulette wheels. Although such a "virtual" card game, for example, can be played in real time since each remote player can "see" and manipulate the status of the game via their own private television screen, no player can actually see any other player because the collective group of players have no collective physical presence in the same physical location at the same time during the game. Further, the "virtual" cards are manipulated by keyboard or other electronic manipulation device in a video game manner. Thus, although the fundamental mechanics of a card game exists, a live real time event does not exist in the traditional casino sense because the essential human elements and physical queues of a card game including nervous twitches or perspiring brow of a bluffing player, do not exist. For these reasons, the system and subject matter disclosed in EP-A-0 620 688 does not involve a live real time event or a live real time simulcast of an event in the same context as the Applicant's present invention.

[0010] GB-A-2 229 565 discloses a gaming apparatus and/or system that relates to racing, however, the system is a database of pre-packaged past races having predetermined outcomes. A user interacting with the GB-A-2 229 565 system is merely viewing a simulated replay of a randomly selected race absent the race altering conditions including, illness, weather, injury, and